PATENT COOPERATION TREATY
PCT
INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY
(Chapter II of the Patent Cooperation Treaty)

(PCT Article 36 and Rule 70)

Applicant's or agent's file reference CLC:SB:FP19020	FOR FURTHER ACTION	See Form PCT/IPEA/416

International application No. · **PCT/AU2004/000042**	International filing date *(day/month/year)* 13 January 2004	Priority date *(day/month/year)* 24 January 2003

International Patent Classification (IPC) or national classification and IPC

Int. Cl. [7]   A63F 13/00, G07F 17/34

Applicant

     UNITAB LIMITED et al

1. This report is the international preliminary examination report, established by this International Preliminary Examining Authority under Article 35 and transmitted to the applicant according to Article 36.

2. This REPORT consists of a total of 5   sheets, including this cover sheet.

3. This report is also accompanied by ANNEXES, comprising:

   a.   [X] *(sent to the applicant and to the International Bureau)* a total of 15 sheets, as follows:

       [X]   sheets of the description, claims and/or drawings which have been amended and are the basis for this report and/or sheets containing rectifications authorized by this Authority (see Rule 70.16 and Section 607 of the Administrative Instructions).

       [ ]   sheets which supersede earlier sheets, but which this Authority considers contain an amendment that goes beyond the disclosure in the international application as filed, as indicated in item 4 of Box No. I and the Supplemental Box.

   b.   [ ]   *(sent to the International Bureau only)* a total of (indicate type and number of electronic carrier(s))   , containing a sequence listing and/or table related thereto, in computer readable form only, as indicated in the Supplemental Box Relating to Sequence Listing (see Section 802 of the Administrative Instructions).

4. This report contains indications relating to the following items:

   [X]   Box No. I   Basis of the report

   [ ]   Box No. II   Priority

   [ ]   Box No. III   Non-establishment of opinion with regard to novelty, inventive step and industrial applicability

   [X]   Box No. IV   Lack of unity of invention

   [X]   Box No. V   Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement

   [ ]   Box No. VI   Certain documents cited

   [ ]   Box No. VII   Certain defects in the international application

   [ ]   Box No. VIII   Certain observations on the international application

Date of submission of the demand 23 July 2004	Date of completion of the report 29 April 2005
Name and mailing address of the IPEA/AU AUSTRALIAN PATENT OFFICE PO BOX 200, WODEN ACT 2606, AUSTRALIA E-mail address: pct@ipaustralia.gov.au Facsimile No. (02) 6285 3929	Authorized Officer **AMOD PRADHAN** Telephone No. (02) 6283 2510

INTERNATIONAL PRELIMINARY REPORT ON PATENTABILITY

International application No.

PCT/AU2004/000042

Box No. I	Basis of the report

1. With regard to the **language**, this report is based on the international application in the language in which it was filed, unless otherwise indicated under this item.

   ☐ This report is based on translations from the original language into the following language which is the language of a translation furnished for the purposes of:

       ☐ international search (under Rules 12.3 and 23.1 (b))

       ☐ publication of the international application (under Rule 12.4)

       ☐ international preliminary examination (under Rules 55.2 and/or 55.3)

2. With regard to the **elements** of the international application, this report is based on (*replacement sheets which have been furnished to the receiving Office in response to an invitation under Article 14 are referred to in this report as "originally filed" and are not annexed to this report*):

   ☐ the international application as originally filed/furnished

   ☒ the description:

       pages   **1-9, 12-32**   as originally filed/furnished

       pages*   **10-11a**   received by this Authority on **2 March 2005** with the letter of **2 March 2005**

       pages*   received by this Authority on   with the letter of

   ☒ the claims:

       pages   as originally filed/furnished

       pages*   as amended (together with any statement) under Article 19

       pages*   **33-44**   received by this Authority on **2 March 2005** with the letter of   **2 March 2005**

       pages*   received by this Authority on   with the letter of

   ☒ the drawings:

       pages   **1-6**   as originally filed/furnished

       pages*   received by this Authority on   with the letter of

       pages*   received by this Authority on   with the letter of

   ☐ a sequence listing and/or any related table(s) - see Supplemental Box Relating to Sequence Listing.

3. ☐ The amendments have resulted in the cancellation of:

       ☐ the description, pages

       ☐ the claims, Nos.

       ☐ the drawings, sheets/figs

       ☐ the sequence listing (*specify*):

       ☐ any table(s) related to the sequence listing (*specify*):

4. ☐ This report has been established as if (some of) the amendments annexed to this report and listed below had not been made, since they have been considered to go beyond the disclosure as filed, as indicated in the Supplemental Box (Rule 70.2(c)).

       ☐ the description, pages

       ☐ the claims, Nos.

       ☐ the drawings, sheets/figs

       ☐ the sequence listing (*specify*):

       ☐ any table(s) related to the sequence listing (*specify*):

*   *If item 4 applies, some or all of those sheets may be marked "superseded."*

Box No. IV   Lack of unity of invention

1. ☐ In response to the invitation to restrict or pay additional fees the applicant has:

   ☐ restricted the claims.

   ☐ paid additional fees.

   ☐ paid additional fees under protest.

   ☐ neither restricted nor paid additional fees.

2. ☒ This Authority found that the requirement of unity of invention is not complied with and chose, according to Rule 68.1, not to invite the applicant to restrict or pay additional fees.

3. This Authority considers that the requirement of unity of invention in accordance with Rules 13.1, 13.2 and 13.3 is:

   ☐ complied with.

   ☒ not complied with for the following reasons:

   1. Claims 1-81, and 91-96 relate to a method and device for awarding a prize in a gaming system including a plurality of game consoles comprising a trigger value derived from a random variable having a non-uniform distribution, periodically receiving count data from each game console, being data representing at least one parameter of a game console, calculating a total value representing the total count data received, comparing the total value with the trigger value, and transmitting a prize instruction signal to an output means if the total value has a predetermined relationship with the trigger value, whereby the prize instruction signal results in at least one game console issuing a prize. It is considered that the random variable having a non-uniform distribution comprises a first "special technical feature".

   2. Claims 82-90 relate to a gaming system comprising at least one game console, a trigger value generator for generating a trigger value, a prize triggering means, and a controller which is adapted to periodically receive count data from one game console, being data representing at least one parameter of each game console, store count data for each game console in a different memory location, calculate a total value representing the total count data received by a receiver for each game console and compare the total value for each game console with the trigger value and operate the prize triggering means to transmit a prize instruction signal to the gaming console which has a total value having a predetermined relationship with the trigger value. It is considered that storing count data for each game console in a different memory location so as to compare the total value for each game console with the trigger value comprises a second "special technical feature".

   Continued on extra sheet.

4. Consequently, this report has been established in respect of the following parts of the international application:

   ☒ all parts.

   ☐ the parts relating to claims Nos.

Supplemental Box

In case the space in any of the preceding boxes is not sufficient.

Continuation of: Box No. IV

These groups are not so linked as to form a single general inventive concept, that is, they do not have any common inventive features, which define a contribution over the prior art. The common concept linking together these groups of claims is awarding a prize in a gaming system of at least one console by generating a trigger value, receiving count data from each game console, being data representing at least one parameter of a game console, calculating a total value representing the total count data received, comparing the total value with the trigger value, and outputting a prize signal to at least one game console if the total value has a predetermined relationship with the trigger value. However this concept is not novel in the light of AU 200234395 A1 (DAUMA PTY LTD), AU 13023/92 (655801) A (FRANKOVIC) and AU 53370/86 (589158) B (FRANKOVIC et al). Therefore these claims lack unity a posteriori.

Box No. V   Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement

1. Statement

Novelty (N)	Claims	**1-96**	**YES**
	Claims		**NO**
Inventive step (IS)	Claims	**1-96**	**YES**
	Claims		**NO**
Industrial applicability (IA)	Claims	**1-96**	**YES**
	Claims		**NO**

2. Citations and explanations (Rule 70.7)

<u>Claims 1-81, 91-96</u>

The invention of the amended claims is directed to a method and device for awarding a prize in a gaming system including a plurality of game consoles comprising a trigger value derived from a random variable having a non-uniform distribution, periodically receiving count data from each game console, being data representing at least one parameter of a game console, calculating a total value representing the total count data received, comparing the total value with the trigger value, and transmitting a prize instruction signal to an output means if the total value has a predetermined relationship with the trigger value, whereby the prize instruction signal results in at least one game console issuing a prize.

No individual citation or obvious combination of citations discloses a trigger value derived from a random variable having a non-uniform distribution.

<u>Claims 82-90</u>

The invention of the amended claims is directed to a gaming system comprising at least one game console, a trigger value generator for generating a trigger value, a prize triggering means, and a controller which is adapted to periodically receive count data from one game console, being data representing at least one parameter of each game console, store count data for each game console in a different memory location, calculate a total value representing the total count data received by a receiver for each game console and compare the total value for each game console with the trigger value and operate the prize triggering means to transmit a prize instruction signal to the gaming console which has a total value having a predetermined relationship with the trigger value.

No individual citation or obvious combination of citations discloses storing count data for each game console in a different memory location so as to compare the total value for each game console with the trigger value.

The closest art for both groups of inventions of:

AU 200234395

discloses awarding a jackpot over a gaming network including a plurality or interlinked gaming machines comprising generating a trigger value, receiving count data from each gaming machine, calculating a total value representing the total count data received, comparing the total value with the trigger value, and outputting a prize instruction signal, but fails to disclose that the trigger value is derived from a random variable having a non-uniform distribution or that count data for each game console is stored in a different memory location so as to compare the total value for each game console with the trigger value.

Preferably the predetermined relationship may be one of the options previously defined.

Preferably the trigger value generator is adapted to periodically select a value of a random variable,
5 calculate an offset value and add this to the random variable to produce the trigger value.

Preferably the trigger value is determined independent of turnover of the gaming system.

Preferably the random variable has a minimum
10 value of 1.

According to another aspect of the present invention there is provided gaming system comprising a plurality of game consoles, a trigger value generator for generating a trigger value derived from a random variable
15 having a non-uniform distribution, a prize triggering means, and a controller which is adapted to periodically receive count data from each game console, being data representing at least one parameter of a game console, calculate a total value representing the total count data
20 received by the controller and compare the total value with the trigger value and operate the prize triggering means to transmit a prize instruction signal to at least one game console if the total value has a predetermined relationship with the trigger value.

25 Preferably the controller is adapted to operate the prize trigger means to transmit the prize instruction signal to one of the game consoles from which count data was received which resulted in the total value having the predetermined relationship with the trigger value.

30 It is preferred that the gaming system includes one or more means for implementing one or more of the methods previously outlined.

According to one aspect of the present invention there is provided a method of awarding a prize in a gaming
35 system including at least one game console comprising the steps of providing a random trigger value derived from a random variable having a non-uniform distribution,

periodically receiving count data from one game console, being data representing at least one parameter of the game console, calculating a total value representing the total count data received, comparing the total value with the

5   trigger value, transmitting a prize instruction signal to an output means if the total value has a predetermined relationship with the trigger value, whereby the prize instruction signal results in at least one game console issuing a prize.

10   It is preferred that the output means is connected to a display means which indicates that a prize has been won by the at least one game console.
            The prize instruction signal may be sent to the one game console.

15   The display means may include a sign, an audio visual indication or some other method which does not need to interact with the one game console.
            Preferably, the prize instruction signal includes a prize display signal and a game console signal for

20 updating one or more of the game consoles.
            According to one embodiment it is preferred that the system includes a single game console operating on its own or a number of game consoles linked through a communication network but each operating independently in

25 accordance with the above method.
            It is preferred that the random trigger value is derived from a random variable having a non-uniform distribution.
            Preferably the method includes providing a

30 plurality of random trigger values with each trigger value being associated with a respective gaming console.
            According to one embodiment the method includes providing a plurality of random trigger values for a plurality of respective game consoles.

35   Preferably the method includes providing a plurality of count storage means for respectively receiving count data from respective game consoles and

calculating a total value representing the total count
data received respectively for each game console.

CLAIMS

1.   A method of awarding a prize in a gaming system including a plurality of game consoles comprising the steps of providing a trigger value derived from a

5   random variable having a non-uniform distribution, periodically receiving count data from each game console, being data representing at least one parameter of a game console, calculating a total value representing the total count data received, comparing the total value with the

10   trigger value, transmitting a prize instruction signal to an output means if the total value has a predetermined relationship with the trigger value, whereby the prize instruction signal results in at least one game console issuing a prize.

15   2.   The method as claimed in claim 1 wherein the non-uniform distribution is a geometric distribution.

3.   The method as claimed in claim 1 or 2 wherein the prize instruction signal is output from the output means to at least one game console.

20   4.   The method as claimed in any one of the preceding claims wherein the prize instruction signal includes a prize display signal and a game console signal for updating one or more of the game consoles.

5.   The method as claimed in claim 1 or 2

25   wherein the output means is connected to a display means which indicates that a prize has been won by the at least one game console.

6.   The method as claimed in any one of the preceding claims wherein the random variable is added to a

30   predetermined offset value to produce the trigger value.

7.   The method as claimed in claim 6 wherein the offset value is calculated and stored in a memory location prior to addition to the random variable.

8.   The method as claimed in any one of the

35   preceding claims wherein the random variable has a distribution which is modified by a function to generate a value with a geometric distribution.

9.   The method as claimed in claim 8 wherein the function includes an inverse geometric distribution.

10.   The method as claimed in any one of the preceding claims wherein the prize is determined

5   independently of the count data.

11.   The method as claimed in any one of the preceding claims wherein the prize instruction signal is output to the gaming console from which count data was received which resulted in the total value having the

10   predetermined relationship with the trigger value.

12.   The method as claimed in any one of the preceding claims wherein count data is collected synchronously with game play on each gaming console.

13.   The method as claimed in any one of claims

15   1 to 11 wherein count data is collected asynchronously with game play on at least one gaming console.

14.   The method as claimed in any one of the preceding claims wherein the predetermined relationship is that the total value is equal to or greater than the

20   trigger value.

15.   The method as claimed in any one of claims 1 to 13 wherein the predetermined relationship is that the total value is related to the trigger value through a mathematical relationship.

25   16.   The method as claimed in any one of the preceding claims wherein the count data represents one game played on one game console.

17.   The method as claimed in any one of claims 1 to 15 wherein the count data includes any one or more of

30   the following parameters:

a predetermined amount of money spent on a gaming console, a predetermined number of indicia arrangements on a gaming console, a predetermined combination of events on different gaming consoles, each time a gaming console is

35   played, a predetermined turnover of gaming consoles, a predetermined function of turnover, one event occurring on one or more game consoles.

18.   The method as claimed in any one of the preceding claims including a loyalty system including transaction terminals whereby every time a customer makes a transaction count data is transmitted to a central
5   console whereby a person has a chance of winning a jackpot.

19.   The method as claimed in any one of the preceding claims including a controller, a trigger value generator, a jackpot triggering means and a display means
10   separate from each gaming console.

20.   The method as claimed in claim 19 wherein the system includes a storage means for storing count data.

21.   The method as claimed in claim 20 including
15   the step of providing an accumulator for totaling the count data stored in the storage means.

22.   The method as claimed in claim 21 wherein the controller provides the random trigger value.

23.   The method as claimed in any one of the
20   preceding claims including the step of providing a new random trigger value at a predetermined time interval.

24.   The method as claimed in any one of claims 1 to 22, wherein a new random trigger value is provided after at least one game controller issues a prize.

25   25.   The method as claimed in claim 1 including the step of calculating a random value having one probability distribution and transforming the random value by a predetermined function to generate a random value with a different probability distribution.

30   26.   A controller for use in a gaming system, the controller comprising a trigger value derived from a random variable having a non-uniform distribution, a generator for generating a random trigger value at predetermined times, a receiver for receiving count data
35   from each game console, being data representing at least one parameter of a game console, a calculating means for calculating a total value representing the total count

data received by the receiver, a comparator for comparing
the total value with the trigger value and a processor for
outputting a prize signal to at least one game console if
the total value has a predetermined relationship with the
5   trigger value.

        27.   The controller as claimed in claim 26
wherein the processor is adapted to output a prize signal
to the game console from which count data was received
which resulted in the total value having the predetermined
10   relationship with a trigger value.

        28.   The controller as claimed in claim 26
wherein the trigger value generator is adapted to
periodically select a value of the random variable,
calculate an offset value and add this to the random
15   variable to produce the trigger value.

        29.   The controller as claimed in any one of
claims 26 to 28 wherein the trigger value is determined
independently of turnover of the gaming system.

        30.   The controller as claimed in any one of
20   claims 26 to 29 wherein the random variable has a minimum
value of 1.

        31.   A gaming system comprising a plurality of
game consoles, a trigger value generator for generating a
trigger value derived from a random variable having a non-
25   uniform distribution, a prize triggering means, and a
controller which is adapted to periodically receive count
data from each game console, being data representing at
least one parameter of a game console, calculate a total
value representing the total count data received by the
30   controller and compare the total value with the trigger
value and operate the prize triggering means to transmit a
prize instruction signal to at least one game console if
the total value has a predetermined relationship with the
trigger value.

35   32.   The gaming system as claimed in claim 31
wherein the controller is adapted to operate the prize
trigger means to transmit the prize instruction signal to

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one of the game consoles from which count data was received which resulted in the total value having the predetermined relationship with the trigger value.

5   33.   The gaming system as claimed in claim 32 wherein the non-uniform distribution is a geometric distribution.

34.   The method as claimed in claim 33 wherein the random variable is added to a predetermined offset value to produce the trigger value.

10   35.   A gaming system substantially as hereinbefore described with reference to any one of Figures 1, 2 or 6 of the accompanying drawings.

36.   A method of awarding a prize in a gaming system substantially as hereinbefore described with

15   reference to any one of Figures 1, 2 or 6 of the accompanying drawings.

37.   A controller for use in a gaming system substantially as hereinbefore described with reference to any one of Figures 1, 2 or 6 of the accompanying drawings.

20   38.   A method of awarding a prize in a gaming system including at least one game console comprising the steps of providing a random trigger value derived from a random variable having a non-uniform distribution, periodically receiving count data from one game console,

25   being data representing at least one parameter of the game console, calculating a total value representing the total count data received, comparing the total value with the trigger value, transmitting a prize instruction signal to an output means if the total value has a predetermined

30   relationship with the trigger value, whereby the prize instruction signal results in at least one game console issuing a prize.

39.   The method as claimed in claim 37 or 38 wherein the prize instruction signal is transmitted

35   independent of count data received during an elapsed period.

40.   The method as claimed in any one of claims

38 to 39 wherein the system includes a plurality of game consoles.

41. The method as claimed in claim 40 including an accumulator means for accumulating count data separately for each game console.

42. The method as claimed in claim 41 including a totaliser means for calculating a total value representing the total count data stored in the accumulator for each game console.

43. The method as claimed in claim 42 wherein each total value calculated by the totalizer is compared with the trigger value and a prize instruction signal is transmitted to the output means if any one or more of the total values has a predetermined relationship with a trigger value.

44. The method as claimed in any one of claims 38 to 43 wherein the predetermined relationship with a trigger value includes any one or more of:

the total value is equal to the trigger value;

the total value is greater than the trigger value;

the total value is a multiple of the trigger value;

the total value is related to the trigger value through a mathematical relationship.

45. The method as claimed in any one of claims 38 to 44 wherein the count data is indicative of the amount wagered on one game console.

46. The method as claimed in any one of claims 38 to 45 wherein count data is received from the at least one game console each time an amount is wagered on the at least one game console.

47. The method as claimed in claim 46 wherein the total value is recalculated each time count data is received from the at least one game console.

48. The method as claimed in any one of claims 38 to 46 wherein the output means is connected to a

display means which indicates that a prize has been won by the at least one game console.

49. The method as claimed in claim 48 wherein the display means includes a visual display separate from the at least one game console.

50. The method as claimed in any one of claims 38 to 49 including the step of providing a plurality of random trigger values with each trigger value being associated with a respective gaming console.

51. The method as claimed in claim 39 or 49 wherein the non-uniform distribution is a geometric distribution.

52. The method as claimed in claim 40 when appended to claim 39 wherein the random variable is added to a predetermined offset value to produce the random trigger value.

53. The method as claimed in claim 52 wherein the offset value is calculated and stored in a memory location prior to addition to the random variable.

54. The method as claimed in claim 39 or 53 wherein the random variable has a distribution which is modified by a function to generate a value with a geometric distribution.

55. The method as claimed in claim 54 wherein the function includes an inverse geometric distribution.

56. The method as claimed in any one of claims 38 to 54 wherein the value of the prize is determined independently of the count data.

57. The method as claimed in claim 56 wherein the value of the prize is determined independently of turnover occurring within a predetermined period of time.

58. The method as claimed in claim 56 wherein the count data is collected synchronously with game play on the or each game console.

59. The method as claimed in any one of claims 38 to 58 wherein the comparing step is performed synchronously with playing the gaming console.

60.   The method as claimed in any one of claims 38 to 58 wherein the comparing step is performed asynchronously with playing the gaming console.

61.   The method as claimed in any one of claims 38 to 58 wherein the comparing step is performed synchronously with receiving count data.

62.   The method as claimed in any one of claims 39 to 58 wherein the comparing step is performed asynchronously with receiving count data.

63.   The method as claimed in any one of claims 40 to 62 wherein the count data represents any one of the following:

one game played on one game console, multiple games played on one game console, one event occurring on one game console.

64.   The method as claimed in any one of claims 40 to 62 wherein the count data includes any one of the following:

a predetermined amount wagered on a gaming console;

a predetermined number of indicia arrangements on a gaming console;

a predetermined combination of events on different gaming consoles;

a predetermined turnover of one or more gaming consoles;

a predetermined function of turnover.

65.   The method as claimed in any one of claims 38 to 64 including the step of providing a new random trigger value at a predetermined time.

66.   The method as claimed in claim 65 wherein the new random trigger value is provided for one game console after a prize is issued to that game console.

67.   The method as claimed in claim 38 or 50 including calculating a random value having one probability distribution and transforming the random value by a predetermined function to generate a random value

with a different probability distribution.

68. The method as claimed in claim 67 wherein the random value is generated by a pseudo random number generator.

5   69. The method as claimed in any one claims 38 to 68 wherein the trigger value is reset more frequently than once per output of the prize instruction signal.

70. The method as claimed in claim 52 wherein the offset value is set to the current total value.

10   71. The method as claimed in claim 70 wherein the offset value and the random value are selected and a trigger value reset whenever a prize instruction signal is sent to the game console.

72. The method as claimed in any one of claims

15   38 to 71 wherein the count data is reset to a predetermined number after a prize instruction signal is output.

73. The method as claimed in claim 72 wherein the random value is recalculated after the prize

20   instruction signal is output whereby the trigger value is greater than or equal to the total value.

74. A controller for use in a gaming system, the controller including a trigger value derived from a random variable having non-uniform distribution, a

25   generator for generating a random trigger value at predetermined times, a receiver for receiving count data from one game console, being data representing at least one parameter of the game console, a calculating means for calculating a total value representing the total count

30   data received by the receiver, a comparator for comparing the total value with the trigger value and a processor for outputting a prize signal to the one game console if the total value has a predetermined relationship with the trigger value.

35   75. The controller as claimed in claim 74 wherein the generator is adapted to select a value for the random variable, calculate an offset value and add this to

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the random value to produce the random trigger value.

76. The controller as claimed in claim 75
wherein the trigger value is determined independent of
turnover of the gaming system.

5   77. The controller as claimed in claim 81
wherein the random variable value has a minimum value of
one.

78. The controller as claimed in any one of
claims 75 to 77 wherein the receiver is adapted to receive
10   count data from a plurality of game consoles and store the
count data in separate memory locations associated with
each game console and the calculating means includes an
accumulator for calculating a total value for each game
console and the comparator is adapted to compare the total
15   value for each game console with the trigger value.

79. The controller as claimed in any one of
claims 74 to 77 wherein a prize signal is output from the
processor to the one game console if the total value is
equal to or greater than the trigger value.

20   80. The controller as claimed in any one of
claims 75 to 79 wherein the count data includes any one of
the group of:

a predetermined amount wagered on a gaming
console;

25   a predetermined number of indicia arrangements on
a gaming console;

a predetermined combination of events on
different gaming consoles;

a predetermined turnover of one or more gaming
30   consoles;

a predetermined function of turnover.

81. The controller as claimed in any one of
claims 75 to 80 which is configured to be located remotely
from the or each game console.

35   82. A gaming system comprising at least one
game console, a trigger value generator for generating a
trigger value, a prize triggering means, and a controller

which is adapted to periodically receive count data from one game console, being data representing at least one parameter of each game console, store count data for each game console in a different memory location, calculate a

5   total value representing the total count data received by the controller for each game console and compare the total value for each game console with the trigger value and operate the prize triggering means to transmit a prize instruction signal to the gaming console which has a total

10   value having a predetermined relationship with the trigger value.

83.   The gaming system as claimed in claim 82 wherein the trigger value generator comprises a plurality of trigger values each associated with a respective one of

15   the game consoles.

84.   The gaming system as claimed in claim 83 wherein the trigger value is determined independently of count data received over a predetermined period of time.

85.   The gaming system as claimed in claim 83 or

20   84 wherein the trigger value is derived from a random variable which is added to an offset value.

86.   The gaming system as claimed in claim 85 wherein the trigger value is calculated based on a parameter indicative of the probability of a win.

25   87.   The gaming system as claimed in claim 86 wherein the trigger value is selected independently of an amount wagered on the or each gaming console over an elapsed period.

88.   The method as claimed in claim 87 wherein

30   the controller is located externally from the at least one game console.

89.   The gaming system as claimed in claim 88 wherein the trigger value generator generates a value with one probability distribution and transforms the value by a

35   predetermined function to generate a value with a different probability distribution.

90.   The gaming system as claimed in any one of

claims 84 to 89 wherein the prize triggering means includes a prize setting means which is adapted to set the value of the prize awarded to the game console receiving the prize instruction signal based on a fixed value
5   determined before count data is received from the or each game console.

91.   A computer program which is configured to perform the method as claimed in any one of claims 38 to 73.

10   92.   A computer storage medium which is adapted to store the computer program as claimed in claim in claim 91.

93.   A method substantially as hereinbefore described with reference to any one of Figures 3, 4 and 5
15   of the accompanying drawings.

94.   A controller substantially as hereinbefore described with reference to any one of Figures 3, 4 and 5 of the accompanying drawings.

95.   A gaming system substantially as
20   hereinbefore described with reference to any one of Figures 3, 4 and 5 of the accompanying drawings.

96.   A computer program configured to operate a gaming system substantially as hereinbefore described with reference to any one of Figures 3, 4 and 5 of the
25   accompanying drawings.